FINAL FANTASY® CRYSTAL CHRONICLES™/MC

NINTENDO GAMECUBE™

INSTRUCTION BOOKLET / MODE D'EMPLOI

PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME DISC OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES

⚠ WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions	**Eye or muscle twitching**	**Loss of awareness**
Altered vision	**Involuntary movements**	**Disorientation**

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

⚠ WARNING - Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists, arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists, arms or eyes during or after play, stop playing and see a doctor.

⚠WARNING - Electric Shock

To avoid electric shock when you use this system:

- Do not use the Nintendo GameCube during a lightning storm. There may be a risk of electric shock from lightning.
- Use only the AC adapter that comes with your system.
- Do not use the AC adapter if it has damaged, split or broken cords or wires.
- Make sure that the AC adapter cord is fully inserted into the wall outlet or extension cord.
- Always carefully disconnect all plugs by pulling on the plug and not on the cord. Make sure the Nintendo GameCube power switch is turned OFF before removing the AC adapter cord from an outlet.

⚠CAUTION - Motion Sickness

Playing video games can cause motion sickness. If you or your child feel dizzy or nauseous when playing video games with this system, stop playing and rest. Do not drive or engage in other demanding activity until you feel better.

⚠CAUTION - Laser Device

The Nintendo GameCube is a Class I laser product. Do not attempt to disassemble the Nintendo GameCube. Refer servicing to qualified personnel only.

Caution - Use of controls or adjustments or procedures other than those specified herein may result in hazardous radiation exposure.

CONTROLLER NEUTRAL POSITION RESET

If the L or R Buttons are pressed or the Control Stick or C Stick are moved out of neutral position when the power is turned ON, those positions will be set as the neutral position, causing incorrect game control during game play.

To reset the controller, release all buttons and sticks to allow them to return to the correct neutral position, then hold down the X, Y and START/PAUSE Buttons simultaneously for 3 seconds.

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THIS GAME SUPPORTS SIMULTANEOUS GAME PLAY WITH ONE, TWO, THREE OR FOUR PLAYERS AND CONTROLLERS.

CE JEU PERMET À 1, 2, 3 et 4 JOUEURS DE JOUER SIMULTANÉMENT.

THIS GAME REQUIRES A MEMORY CARD FOR SAVING GAME PROGRESS, SETTINGS OR STATISTICS.

CE JEU REQUIERT UNE CARTE DE MÉMOIRE POUR LA SAUVEGARDE DE LA PROGRESSION, DES RÉGLAGES ET DES STATISTIQUES.

THIS GAME IS COMPATIBLE WITH PROGRESSIVE SCAN MODE TVs.

CE JEU EST COMPATIBLE AVEC LES TÉLÉVISEURS OFFRANT LE MODE DE BALAYAGE PROGRESSIF.

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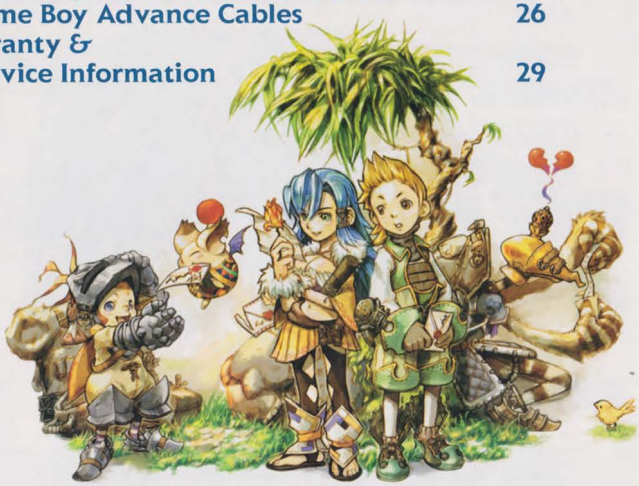

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Basic Controls

Learn these basic controls before setting out on your journey.

Controller Configuration

For single-player mode, connect a Controller to Controller Socket 1. For more details, see p. 15. The Control Stick and the ✚ Control Pad share the same functions.

Control Stick/ ✚ Control Pad	Move characters / Move the targeting ring / Move the caravan / Move the cursor
START/PAUSE	Pause the game / Resume the game / Skip certain cut scenes
A Button	Confirm / Actions / Talk / Examine (in towns)
B Button	Cancel / Carry / Drop / Pick up / Throw / Open treasure chests / Talk (in dungeons) / Examine (in dungeons)
Y Button	Open the main menu
X Button	Ask Mog to carry or drop the chalice / Hold down to call Mog
Z Button	Not used
C Stick	Not used
L & R Button	Cycle through commands / Cycle through menus

Game Boy Advance Configuration

For multiplayer mode, a Game Boy Advance is connected with a Game Boy Advance cable and used in place of the Nintendo GameCube Controller. You cannot use the Controller to play multiplayer mode. For more details, see p. 19. Details on connecting the Nintendo GameCube Game Boy Advance cables can be found on p. 26.

In multiplayer mode, the ✚ Control Pad replaces the Control Stick.

✚ Control Pad	Move characters / Move the targeting ring / Move the caravan / Move the cursor
START	Pause the game / Resume the game / Skip certain cut scenes
SELECT	Toggle between systems to navigate menus
A Button	Confirm / Actions / Talk / Examine (in towns)
B Button	Cancel / Carry / Drop / Pick up / Throw / Open treasure chests / Talk (in dungeons) / Examine (in dungeons)
L & R Button	Cycle through commands / Cycle through menus

Getting Started

The following explains how to start a game from the title screen.

First, choose "New Game" or "Load Game."

New Game

Select this option to start the game from the beginning. Choose single-player mode or multiplayer mode, and the opening movie will play. Once you choose a name for your village, your journey will begin.

Load Game

Select this option to resume playing a previously saved game. Choose either single-player mode or multiplayer mode, and then select the save file you want to load. Any save file can be used for either mode.

Select Gameplay Mode

Final Fantasy Crystal Chronicles can be played in single-player mode for one player, or multiplayer mode for up to four players. Any character can be played in either mode.

Single-player mode p. 10

This gameplay mode is for one player using a Nintendo GameCube Controller. Mog will accompany you. You can connect a Game Boy Advance to view the radar screen.

Multiplayer mode p. 16

This gameplay mode is for one to four players. The Game Boy Advance is used in place of the Nintendo GameCube Controller. A GBA and Game Boy Advance cable are required for each player.

World Map Menu

The world map menu is used to create characters, change caravan members, save data, and more.

Menu for the Whole Caravan

At the world map, press the B Button to open the world map menu. Use the Control Stick to cycle through the menu options, and press the A Button to confirm your selections.

Set Out: Create or change caravan members

Create New Character

To create a new character, select an empty slot and press the A Button. Choose a name, gender, tribe, appearance, and family trade. In multiplayer mode, character creation is done on the GBA screen.

Select Character

Select the character you want to play, then press the A Button. In multiplayer mode, each player selects one character. Press START/PAUSE when finished.

Diary: Read entries in your diary

Here you can read all the entries in your caravan's diary. The entries are written automatically as you progress through the game. The Control Stick turns the pages one by one, while the L and R Buttons turn ten pages at once.

Save Game: Save your progress

Save your game progress to a Memory Card. Select Slot A or Slot B, then select the place where you want to save your data. One Memory Card can hold up to four save files. Press the B Button to return to the world map menu.

Options: Configure game settings

Change graphic, sound, and other game settings.

Bring a Friend: Load data for a guest player

Load data from another Memory Card so a friend's character can join your caravan (p. 25).

Single-Player Mode

In single-player mode, Mog joins you on your travels.

Single-Player Mode Features

Connect a Nintendo GameCube Controller to Controller Socket 1 to play single-player mode. Major features include the following:

1 ***Take Mog with You***
When you explore dungeons, Mog accompanies you and helps out with things like carrying the chalice.

2 ***Check Your Radar***
You can view a radar screen on the GBA by connecting a GBA to Controller Socket 2.

3 ***Fuse Spells on the Command List***
You can fuse spells together on the command list to create new ones (p. 12).

Game Screens

Here is a guide to the three types of screens found in the game:

The World Map

1 Year
The number of years that have passed since your journey began. The current year ends once you fill your chalice and return to your village.

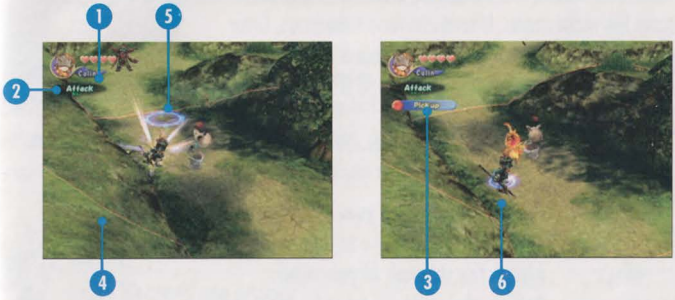
2 Region Name
The region through which your caravan is currently travelling.

3 Caravan
Your caravan. Move it with the Control Stick.

4 Destination
Displays the names of towns, villages, and dungeons when you approach them.

5 The Crystal Chalice
A cup for carrying myrrh. It shows how much myrrh you've collected as well as the current element of the chalice's crystal (p. 20).

The Field Map



1 Character Name and Health
Your character's name and current HP are displayed here. Monsters' attacks will drain your HP, but the Cure spell and various items can replenish it.

2 Action Commands
Press the A Button to perform the action shown here. Cycle through the command list with the L and R Buttons.

3 Secondary Commands
Press the B Button to perform actions that vary with the circumstances, like "Examine" and "Carry."

4 Crystal's Aura
The chalice's crystal generates an aura that protects you from miasma. If you step outside its bounds, your HP will gradually drain away. You can gradually recover HP by staying within the aura.

5 Targeting Ring
Press and hold the A Button to make the targeting ring appear. Move the ring with the Control Stick, then release the A Button to unleash an attack or spell upon your target.

6 Position Marker
Coloured markers show each character's current position.

Radar

You can view a radar screen on the GBA by connecting a GBA to Controller Socket 2. There are four types of radars (p. 18). The colour of Mog's fur determines which one is displayed at any given time.

The Menu System

While inside towns or dungeons, press the Y Button to open the main menu. It contains nine submenus. Once within a submenu, you can cycle through the others by pressing the L and R Buttons. Press the B Button to return to the main menu.

Main Menu

Attributes

- •Strength — Affects the power of your physical attacks.
- •Defense — Affects your resistance to damage.
- •Magic — Affects the strength of your spells.
- •Memories — Reflects the number of entries in your diary.

The Command List

Assign Commands and Use Spell Fusion

You can assign items and magicite to slots on your command list. Use the Control Stick to select a slot and press the A Button to display your inventory. Select the desired item, then press the A Button to confirm your selection.

Spell Fusion

Some magicite can be fused together or with weapons to create entirely new spells or attacks. Simply place the magicite or weapons into adjacent slots on the command list. To split a fused spell into its original components, select the spell, then select the "Split" option that appears. To fuse them together again, select a component, then select the "Fuse" option that appears along with your inventory. Some magicite combinations require three stones instead of two. Results also vary with the order in which the stones appear on the command list.

Items Assigned Automatically

If you have empty command slots and pick up magicite or phoenix down, it is automatically assigned to those command slots. This occurs in both single-player mode and multiplayer mode.

Items

Use Items

Select "Drop" to drop an item onto the ground. Select "Destroy" to destroy an item. You cannot select items that are currently assigned to command slots. Also, you cannot drop any items while carrying the chalice.

Equip

Equip Weapons and Armour

There are four equipment slots. You can equip a weapon, body armour, a piece of armour specially designed for your tribe, and an accessory. Some equipment can only be used by members of a particular tribe. Blacksmiths can craft weapons or armour for you if you have the required materials and designs. You cannot change your equipment while carrying the chalice.

Artifacts

Artifacts You Own

Artifacts are special items that enhance your attributes or abilities. This menu lists the artifacts you own. It does not include artifacts picked up in the current dungeon. Select an artifact with the Control Stick to view its effects.

Treasures

Artifacts You're Holding

This menu lists artifacts you have collected in the current dungeon. The effects of these artifacts last only until you exit the dungeon.

Money

Current Funds

Here you can check how much money (gil) you currently have. You can also drop money onto the ground. Use the Control Stick to specify the amount of money to drop. You cannot drop money while holding the chalice.

Favourites

Food Preferences

This menu lists eight kinds of food according to your likes and dislikes, with your favourites at the top. The more you like a certain food, the more HP it restores when you eat it. Depending on what you eat, your tastes may change over time.

Family

Family Bonds

A face icon appears beside the name of each family member. Its expression ranges from happy to angry, depending on how well you're getting along with that person. Correspondence and other communication with each family member affect your relationship. These relationships influence various events in the game as well.

Letters

Read Letters and Send Replies

Here you can read letters that your family sends you. Select a letter with the Control Stick and press the A Button to open it. You can send one reply for each letter you receive (p. 22).

While you journey onward
through danger, I am in no
position to simply wish you
luck. But no other words
come to mind. So, good luck!

Basic Controls

Movement: Control Stick, ✚ Control Pad

Use the Control Stick or ✚ Control Pad to move your character on-screen. You can also push some objects this way.

Talk, Examine: A Button

To talk to people, approach them and press the A Button. You can also inspect certain locations by pressing the A Button.

Open Menu: Y Button

Pause Game: START/PAUSE

Controls in Dungeons

Actions: A Button

Press the A Button to execute the action indicated in the upper left corner of the screen. Set the action to "Attack" and press the A Button repeatedly to perform combo attacks.

Focus Attacks, Spells: Hold A Button and release

Hold the A Button down until a targeting ring appears, line the ring up with an enemy, then release the A Button. If the current command is "Attack," you will unleash a focus attack upon the target. If the current command is a spell, you'll cast the spell.

Cycle through Actions: L and R Buttons

Press the L and R Buttons to cycle through action commands for the A Button. Press them simultaneously to return instantly to "Attack."

Pick up, Drop, Throw: B Button

Commands like "Carry," "Hold," "Drop," and "Throw" become available when you approach or carry certain objects.

Direct Mog: X Button

Press the X Button to have Mog pick up or drop the crystal chalice. Hold it down to draw Mog close.

Multiplayer Mode

Multiplayer mode allows up to four people to play simultaneously.

Playing Multiplayer Mode

Coordination is crucial with several people playing at once. Here are some key ways that multiplayer mode differs from single-player mode:

1 Use the GBA as a Controller

In multiplayer mode, you must use a GBA in place of a Nintendo GameCube Controller. Connect each GBA with a Nintendo GameCube Game Boy Advance cable. For details, please see "Connecting the Nintendo GameCube Game Boy Advance Cables" on p. 26.

If nothing appears on the GBA screen, the GBA may not be properly connected. Please make sure it is connected as described on p. 26.

2 Up to 4 Players

Up to four players can join a game by connecting a GBA with a Nintendo GameCube Game Boy Advance cable. A single player can also play multiplayer mode alone.

3 Combine Attacks and Create Magic Blasts

If players cast spells or unleash focus attacks with the right timing, they can create powerful attacks like magic blasts.

4 Personal Menus

Your character's menus and attributes are shown on your GBA screen, so only you can see them.

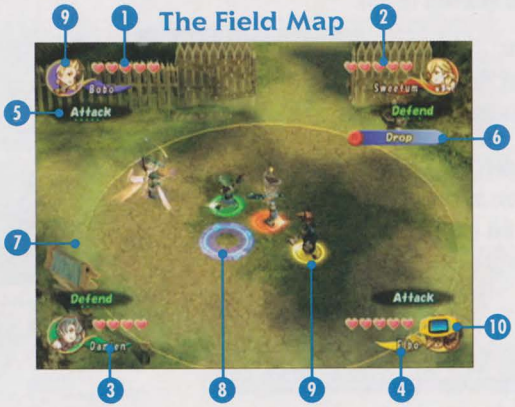
Game Screens

A guide to the three types of screens found in the game is shown below. They basically work the same way that they do in single-player mode.

The World Map

This map shows the current region. For more details, see p. 10. You can only move the caravan and perform other actions on the world map through the GBA connected to Controller Socket 1.

The Field Map



❶ Player 1's Name and HP
❷ Player 2's Name and HP
❸ Player 3's Name and HP
❹ Player 4's Name and HP
❺ Action Command
❻ Subcommand
❼ Crystal Aura
❽ Targeting Ring
❾ Position Markers
Player 1 is blue, player 2 is red, player 3 is green, and player 4 is yellow.
❿ GBA Icon
The GBA icon indicates that control has been transferred to the GBA. Whenever a player accesses his menu, the GBA icon appears, and his character automatically follows the person carrying the chalice.

GBA Screen

Please see "The Menu System" (p. 18).

The Menu System

Press SELECT while in towns or dungeons to access the main menu on the GBA. The main menu contains ten submenus. You can access any submenu from the main menu, or you can cycle through them with the L and R Buttons.

Radar

View Map and Enemy Data

The basic screen is the radar screen. Meeting the bonus point requirements shown in the lower left corner gives the player an advantage when artifacts are distributed among caravan members (p. 23).

Terrain Radar

with 2 players

Shows a map of the surrounding terrain. In single-player mode, this appears if Mog has not been painted.

Monster Radar

with 2 players

X marks indicate monsters in the vicinity. In single-player mode, this radar appears if Mog has been painted primarily red.

Scouter

with 3-4 players

Shows data on the last monster defeated. In single-player mode, this radar appears if Mog has been painted primarily green.

Treasure Radar

with 3-4 players

◆ marks indicate treasure chests in the vicinity. In single-player mode, this radar appears if Mog has been painted primarily blue.

Basic Controls

Controls in multiplayer mode are similar to those used in single-player mode (p. 15). Whenever you access the main menu, the GBA icon appears, indicating that you cannot move your character manually.

✦ Control Pad	Move
A Button	Talk / Examine
SELECT	Toggle between Nintendo GameCube and GBA
START	Pause

Controls in Dungeons

Work together in multiplayer mode to unleash powerful magic blasts.

A Button	Actions
Hold A Button	Focus Attacks / Spells
L & R Button	Cycle through commands
B Button	Pick up / Drop / Throw
Magic Blasts	Stack targeting rings and cast a spell

Players can unleash a magic blast by stacking their targeting rings and casting a spell together. You can either cast spells of the same type for more power, or you can mix different spells to create entirely new ones.

Enchant Your Focus Attacks

You can unleash magical attacks by combining focus attacks with spells. One player charges a spell while another charges a focus attack. Stack your targeting rings and have the spellcaster release first.

Adventuring Basics

Here are six important things every traveller should know:

Elements of the Crystal

Crystals can possess one of four elements: fire, water, wind, or earth. The element of your chalice's crystal affects the entire caravan. You cannot pass through certain places without the correct element.

Changing Your Element at Hot Spots

You can change your crystal's element at hot spots, which are found inside dungeons. When you place the chalice upon a hot spot, the crystal gleams, and its element and colour change. Each element grants the entire caravan a certain resistance.

Elements and Their Effects

Fire
Grants resistance to fire.

Water
Grants resistance to cold.

Wind
Grants resistance to lightning.

Earth
Grants resistance to poison and petrification.

Crossing Miasma Streams

Miasma streams divide the world into sections, and each stream possesses a certain element. To cross each stream, you must make sure your crystal's element matches that of the stream. The stream repels any who carry a different element.

Puzzles and Special Objects

As you explore dungeons, you will encounter many puzzles that you must solve in order to proceed. Sometimes you'll find objects that prove useful in battle.

Objects Commonly Found in Dungeons

Keys

Place keys on pedestals. They often appear after you defeat a monster.

Treasure Chests

Bash treasure chests open to find items inside.

Oil Urns

Throw oil urns to break them open and spread oil over the ground. Then cast Fire to set it ablaze.

Hot Spots

Change your crystal's element here. You can also use hot spots to teleport out of the dungeon.

Pedestals

These open gates. Place keys upon pedestals to open new paths.

Switches

Activate switches by placing heavy objects upon them.

Water Urns

Throw water urns to break them open and spread water over the ground. It amplifies the effects of Blizzard and Thunder.

Activate Objects with Spell Fusion

Sometimes you must cast a certain spell on an object in order to proceed. Try casting fused spells if you come to a dead end.

Spell Fusion Examples

Gravity: Fire and Thunder, Fire and Blizzard, Blizzard and Thunder.
Holy: Fire and Life, Blizzard and Life, Thunder and Life.

Letters

Weary adventurers look forward to letters from home, especially after fighting long battles. Here are details on receiving letters and sending replies:

Receiving Letters and Sending Replies

1 *Moogle Mail Delivery*

After you defeat a boss, a moogle will come and deliver the mail. The moogle will only come if you successfully collect a drop of myrrh.

2 *Reading Letters*

You should read letters as soon as you receive them. They sometimes include items.

I have a small favor to ask of you. If you have a spare gaure potato, could you send it my way? You're probably wondering what it's for, but I can't tell you just yet.

3 *Sending Replies*

Reply to the person who sent you a letter. Select from the available replies with the Control Stick, then press the A Button to confirm your selection. You can send an item or money along with your reply.

Letters are generally handled the same way in multiplayer mode.

Moogles

These little creatures first appeared long ago. They understand our language, and some deliver mail. Miasma does not seem to harm them at all. They are found in a multitude of habitats and often burrow nests into the ground.

Artifacts

Artifacts are unique objects you can obtain from monsters and treasure chests. Artifacts have different properties than regular items.

Features of Artifacts

1 *Various Effects*

Some artifacts enhance your attributes, and some increase your HP. Many artifacts are hidden throughout the world.

2 *Artifacts You Find*

Artifacts you pick up inside dungeons grant their effects immediately. However, they disappear once you leave the dungeon. They remain in your possession until you defeat the boss of the dungeon.

3 *Artifacts You Keep*

Artifacts are distributed among caravan members after a dungeon's boss is defeated. Each player can pick one artifact to keep. In multiplayer mode, the player with the most bonus points gets first choice.

Bonus Points

Your current bonus condition appears on the GBA in the lower left corner. Follow the instructions to gain more bonus points. This is especially important in multiplayer mode!

Blazin' Caravans

Blazin' Caravans is a minigame for multiplayer mode.

Multiplayer Mode Only

A minigame called "Blazin' Caravans" is available once you fulfill certain requirements. You can only play it in multiplayer mode.

Playing the Minigame

After fulfilling the requirements, talk to a certain character and select "Let me play a minigame." Once the caravan selection screen appears on your Game Boy Advance, minigame data transfer is complete. Even if you disconnect the Nintendo GameCube Game Boy Advance cable, you can race alone against the computer.

Once a race ends, select "Resume Race" to race again or "Quit Race" to return to your adventure. If the cable is removed, you must turn the Game Boy Advance off and then on again in order to exit the minigame.

Your race results will be lost if the Game Boy Advance system is turned off.

Sleep Mode

If you disconnect the Game Boy Advance from the GameCube, you can activate sleep mode by pressing START and selecting the "Sleep Mode" option from the menu. Your race results will be lost if you turn the Game Boy Advance off, so use sleep mode if you just want to take a break from the minigame.

Exiting Sleep Mode

To exit sleep mode and return to the minigame, press the L and R Buttons and SELECT simultaneously.

Bring a Friend

You can invite a friend's character from a different Memory Card to join your adventure.

Inviting a Guest Character

First, load your own data from the Memory Card in Slot A, and insert your friend's Memory Card into Slot B. Select "Bring a Friend" from the world map menu, and two menus will appear. To invite a guest, select "Transfer Character" and then select the character you want to transfer. At least one host character from the Memory Card in Slot A must go along.

Guest Restrictions

1. Guest characters never receive letters.
2. When returned to their original game data, guest characters take only artifacts with them.

Returning a Guest Character

To return a friend's character to his original caravan, you must first save the game and turn off the Nintendo GameCube. Then swap the positions of the Memory Cards. In other words, insert the guest character's original Memory Card into Slot A, and insert your own Memory Card into Slot B. Next, load his original game data. Select "Bring a Friend" and then "Transfer Character," and choose the guest character you would like to return.

Deleting a Character

You can delete characters by selecting "Delete Character." By selecting a character that is currently abroad, you can cancel his "abroad" status and revert his data to the condition it was in before it was transferred. This is useful if that character's guest data is lost. Be aware that once you cancel a character's "abroad" status, the character's guest data can never be returned to its original Memory Card.

Connecting the Nintendo GameCube Game Boy Advance Cables

Please follow the steps below to connect the Game Boy Advance to the GameCube with a Nintendo GameCube Game Boy Advance cable.

Using the Game Boy Advance as a Controller

Required Items

Game Boy Advance system	1 per player
Nintendo GameCube	1
FINAL FANTASY Crystal Chronicles Game Disc	1
Nintendo GameCube Game Boy Advance cable	1 per player

Connecting

1. Connect the Nintendo GameCube Game Boy Advance cable to the Nintendo GameCube.
2. Connect the other end of the Nintendo GameCube Game Boy Advance cable to the Game Boy Advance.
3. Turn the Game Boy Advance ON.
4. For further instructions, see "Getting Started" (p. 8).

Caution

The following may interrupt gameplay or cause errors:

- A Game Pak incompatible with the disc is inserted.
- A cable other than the Nintendo GameCube Game Boy Advance cable is used.
- The Nintendo GameCube Game Boy Advance cable is not firmly connected.
- The Nintendo GameCube Game Boy Advance cable is not properly connected to the GameCube or Game Boy Advance.
- The Nintendo GameCube Game Boy Advance cable is disconnected during data transfer.
- The Game Boy Advance or Nintendo GameCube systems are turned off or reset during data transfer.

Transmitting the Minigame to the GBA

Required Items

Game Boy Advance system	1 per player
Nintendo GameCube	1
FINAL FANTASY Crystal Chronicles Game Disc	1
Nintendo GameCube Game Boy Advance cable	1 per player

Connecting

1. Connect the Nintendo GameCube Game Boy Advance cable to the Nintendo GameCube.
2. Connect the other end of the Nintendo GameCube Game Boy Advance cable to the Game Boy Advance.
3. Turn the Game Boy Advance ON.
4. For further instructions, see "Blazin' Caravans" (p. 24).

If the Nintendo GameCube Game Boy Advance cable is removed, an X will appear over the GBA icon (p. 17). If you cannot return to the game, try turning the Game Boy Advance off and then back on again.

Progressive Scan Mode

This game can be set to display a higher resolution image on TVs that support progressive scan mode (EDTV, HDTV). In order to use the progressive scan mode, you need a TV that can accept this type of input (see your TV operation manual) and a Nintendo GameCube Component Video cable (available only through Nintendo. Visit www.nintendo.com or call 1-800-255-3700). To activate the progressive scan mode, press and hold the B Button while the Nintendo GameCube logo is being displayed until the message "Display in Progressive Scan mode?" appears. Select YES to activate the mode. Please note that on some TVs, activating the progressive scan mode will set the format of the image to a wide screen (16:9) format.

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